A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

Nintendo®

DISTRIBUTED FOR NINTENDO BY MATTEL

Printed in Japan

GBR

GOLF

INSTRUCTION BOOKLET

SPORTS SERIES

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and do not meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

THIS SEAL IS YOUR ASSURANCE THAT **Nintendo®** HAS APPROVED THE QUALITY OF THIS PRODUCT

DISTRIBUTED FOR NINTENDO BY
*MATTEL U.K. LIMITED,
MERIDIAN WEST, LEICESTER, LE3 2WT
*MATTEL PTY. LIMITED AUSTRALIA
461 PLUMMER STREET,
PORT MELBOURNE, VICTORIA, 3207

Note: Conditions of warranty vary depending upon country.
Please refer to the appropriate warranty at the end of this booklet.

Thank you for selecting the Nintendo® Entertainment System™ Golf Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Nintendo Golf lets you choose your clubs, change your stance, control your swings — even select the angle of impact on an 18 hole championship course. You view the course from both a close-up and overview perspective as you move down the fairway. Select 1 or 2 player stroke play or 2 player match play for the most exciting tee to green competition.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, thinner, alcohol or other such solvents.

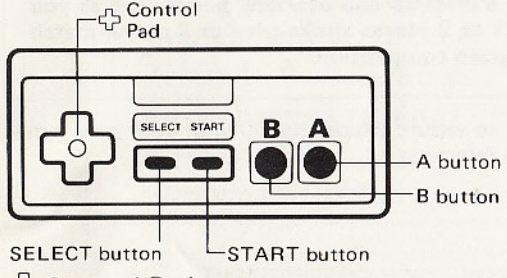
Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

©1987 Nintendo

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — For playing alone.
Controller 2 — For second player in 2 player games.

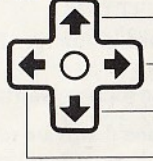
Controller 1/Controller 2



[A button]
1) Starts the backswing
2) Starts the downswing
3) Determines the point of impact

[B button] Not used.

Control Pad



Selects the club

Changes the player's stance

Selects the club

Changes the player's stance

SELECT button
When this button is pressed the ball moves. Line up the ball with the game you wish to play.
* The SELECT button will not operate once the game has begun.

START button
Press this button to begin

3. HOW TO PLAY

Golf can be enjoyed in one of three different games: 1-PLAYER STROKE GAME, 2-PLAYER STROKE GAME or 2-PLAYER MATCH GAME.

* A match is played for 9 holes OUT and 9 holes IN for a total of 18 holes in all. The player with fewest strokes wins.

Shots from the tee, fairway and bunker

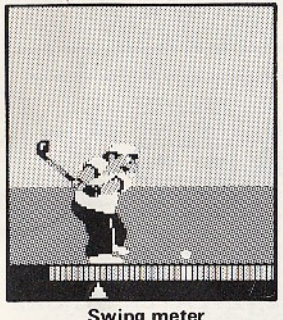
a) Selecting clubs

*Select a club by pressing the top or bottom of the ✥ Control pad. See chart with club types and distances.

b) Hitting the ball

*The A button is pressed 3 times to make the player shoot.

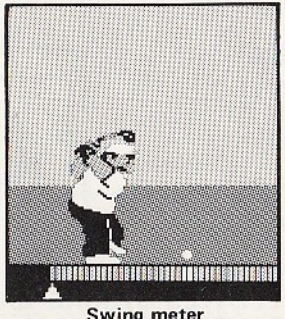
1. Backswing



Swing meter

Press the A button once to start the backswing.

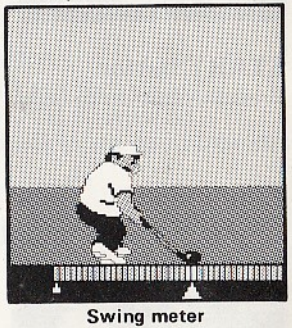
2. Downswing



Swing meter

Press button A again to stop the backswing and start the downswing. This determines the flying distance.

3. Impact



Swing meter

Press button A one more time to set the impact position. This will determine how the ball curves during flight.

- **Straight, slice and hook shots:** If you impact the ball when the swing meter is on the white line, a straight shot will be hit. If it is to the left of the line, the ball will slice. If it is to the right, the ball will hook.
- **Super shots:** If you use the #1 wood (1W), and start the downswing with the swing meter on the extreme left, and impact the ball with the swing meter on the white line with just the right timing, a super shot (280m) can be hit.

c) Stance

- The direction the player faces can be changed by using the right and left sides of the ✥ control pad.
  *The arrow on the right of the screen (↗) indicates which direction the player is facing.

d) Wind direction and velocity

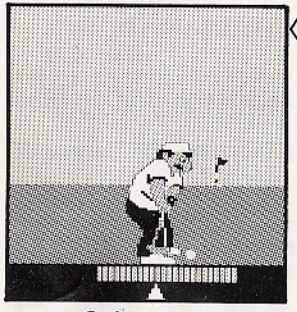
- The wind is blowing on the course. There is a WIND display in the message area that indicates one of 8 wind directions (with an arrow) and a wind velocity of between 0 and 15 m/second.

Putting

a) How to putt

- The A button is pressed twice to putt.

1. Backswing

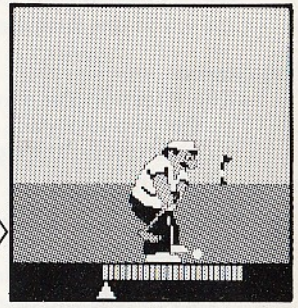


Swing meter

Press button A once to start the backswing.

Press the A button again to start the downswing. Where you start the downswing determines the rolling distance.

2. Downswing



Swing meter

b) Direction the ball is hit in

- The ball will be hit toward the target mark (+) on the screen. Before putting, use the ✥ control pad to aim the target mark in the desired direction.

c) The "roll" of the green

- The (v) mark on the green indicates the grain of the turf. The roll of the putt will change according to the conditions of the turf.

[Rules]

Note that some rules differ from real golf rules.

- If a ball goes OB (Out of Bounds), you are penalized 2 strokes and the ball is played from where it was lying before you shot it OB.

* When a ball goes into the woods, it is usually considered OB. (There are exceptions to this.)

* Ponds on the 5th, 8th, and 18th holes are OB.

* If the ball goes off the screen, it is considered OB – no matter what hole it is.

- The ocean, ponds, rivers, etc., are considered water hazards. If a ball lands in one of these, you are penalized 1 stroke and the ball is played from a set location.
- The flying distance of a bunker shot is calculated as half that of a fairway shot.

Club types and distances

		Fairway shot	Bunker shot			Fairway shot	Bunker shot
1	1W	240	120	**8**	6 I	145	72.5
2	3W	220	110	**9**	7 I	130	65
3	4W	210	105	**10**	8 I	115	57.5
4	1I	195	97.5	**11**	9 I	100	50
5	3I	175	87.5	**12**	PW	80	40
6	4I	165	82.5	**13**	SW	60	30
7	5I	155	77.5	**14**	PT	30	15

(Distances are in meter)

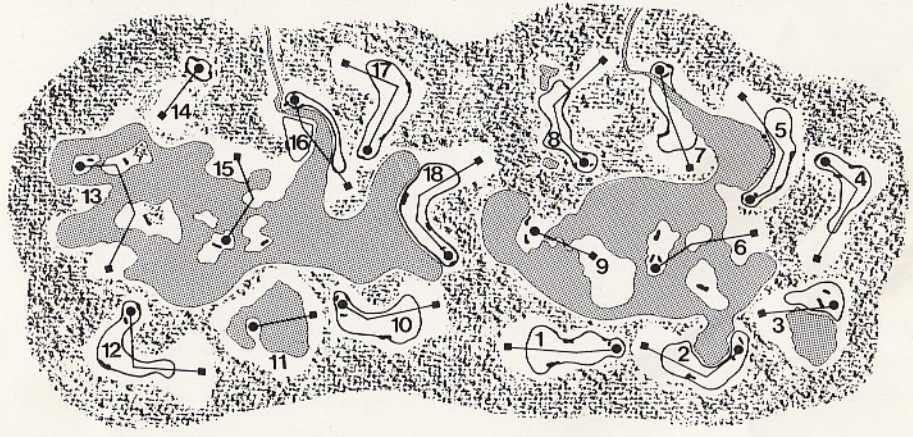
* Super shot with 1W: 280 m
* PT : Putter
* W : Wood
* I : Iron

Hole length

Hole No.	Handi-cap	Meter	Par	Hole No.	Handi-cap	Meter	Par
1	16	357	4	**10**	12	361	4
2	11	361	4	**11**	18	200	3
3	17	197	3	**12**	4	375	4
4	13	355	4	**13**	3	496	5
5	2	449	5	**14**	14	159	3
6	8	364	4	**15**	5	314	4
7	7	373	4	**16**	6	366	4
8	9	452	5	**17**	15	426	4
9	10	226	3	**18**	1	469	5
OUT		3134	36	IN		3166	36
				TOTAL		6300	72

(Distances are in meter)

COURSE LAYOUT



MEMO

MEMO

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL U.K. LIMITED

90-DAY LIMITED WARRANTY

Mattel U.K. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To claim under this warranty you should return the product either to the shop at which it was purchased or the address below. Returns to the NES Service Department should be sent carriage prepaid and insured for loss or damage, together with your sales receipt or similar proof of purchase to;

NES Service Department
Hi-Tech Electronic Services Ltd.
Unit 2B
200 Rickmansworth Rd
Watford
Herts WD1 7JS
TEL: (0923) 41811

(BE SURE TO INCLUDE YOUR NAME, ADDRESS,
PHONE NUMBER, SALES RECEIPT,
PLUS A BRIEF DESCRIPTION OF THE FAULT.)

In the event of any problem phone the NES Service Department by calling (0923) 41811 (8:00 a.m. to 4:00 p.m., Monday to Friday).

You may be charged for repairs arising from defects not covered by this guarantee (see below). This guarantee is only valid if the product was purchased in the United Kingdom or Eire.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

This warranty/guarantee is in addition to and does not diminish your statutory or legal rights.

SERVICE AFTER EXPIRATION OF WARRANTY

If the Pak develops a problem after the 90-day warranty period, you may contact the NES Service Department at the phone number noted above. If the NES Service Technician is unable to solve the problem by phone, simply return the defective Pak, freight prepaid and insured for loss or damage, to the NES Service Department at the above address, enclosing a cheque or money order for £10.00, payable to Hi-Tech Electronic Services.

Mattel will, at its option, subject to conditions above, repair the Pak or replace it with a new or repaired Pak. If replacement Paks are not available, the defective Pak will be returned and the £10.00 payment refunded.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL PTY. LIMITED

90-DAY LIMITED WARRANTY

Mattel Pty. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To receive this warranty service,
contact Mattel Pty. Limited
(nearest state office)

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in Australia only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.